ABSTRACT OF THE DISCLOSURE

It is an object of the present invention to provide a method for synchronizing motions in a cooperative game system in which two or more motions of structures configured by input events are displayed to be integrally and simultaneously implemented in synchronization with a unit time. According to the present invention for achieving the aforementioned object, there is provided a method for synchronizing motions realized in a game system including dance games played through cooperation between players, wherein if, with respect to an event input by one player during any one of unit times when progress is repeated in synchronization with a standard time, another player inputs the same event, a unit motion corresponding to the inputted event is simultaneously represented through the structure during a subsequent unit time. According to the present invention, in three-dimensionally realized computer graphics images, free representation for structure motions is possible, as well as structure motions that consider interactions between structures having a plurality of links can be realized by simpler and easier manipulations. Further, physical characteristics similar to reality can be realized on structure motions provided through three-dimensional graphics images, and an overall structure can operate successively while maintaining natural poses.